

ABSTRACT

The present invention provides a game machine in which symbols are alternately displayed in a changing and static manner. Position information of display regions at which a predetermined symbol is statically displayed is recorded. The recorded position information is used to determine if there is a fixed relationship in the position history of the predetermined symbol. Based on this, a game can be defined wherein a win is established based directly on the changing display and the static display of symbols. A second game can also be defined wherein a series of changing and static displays of symbols is performed and a win is established based on the accumulated position history for the static display of a predetermined symbols. The present invention provokes a player's curiosity and anticipation by using a display history for a main screen in a sub-screen.